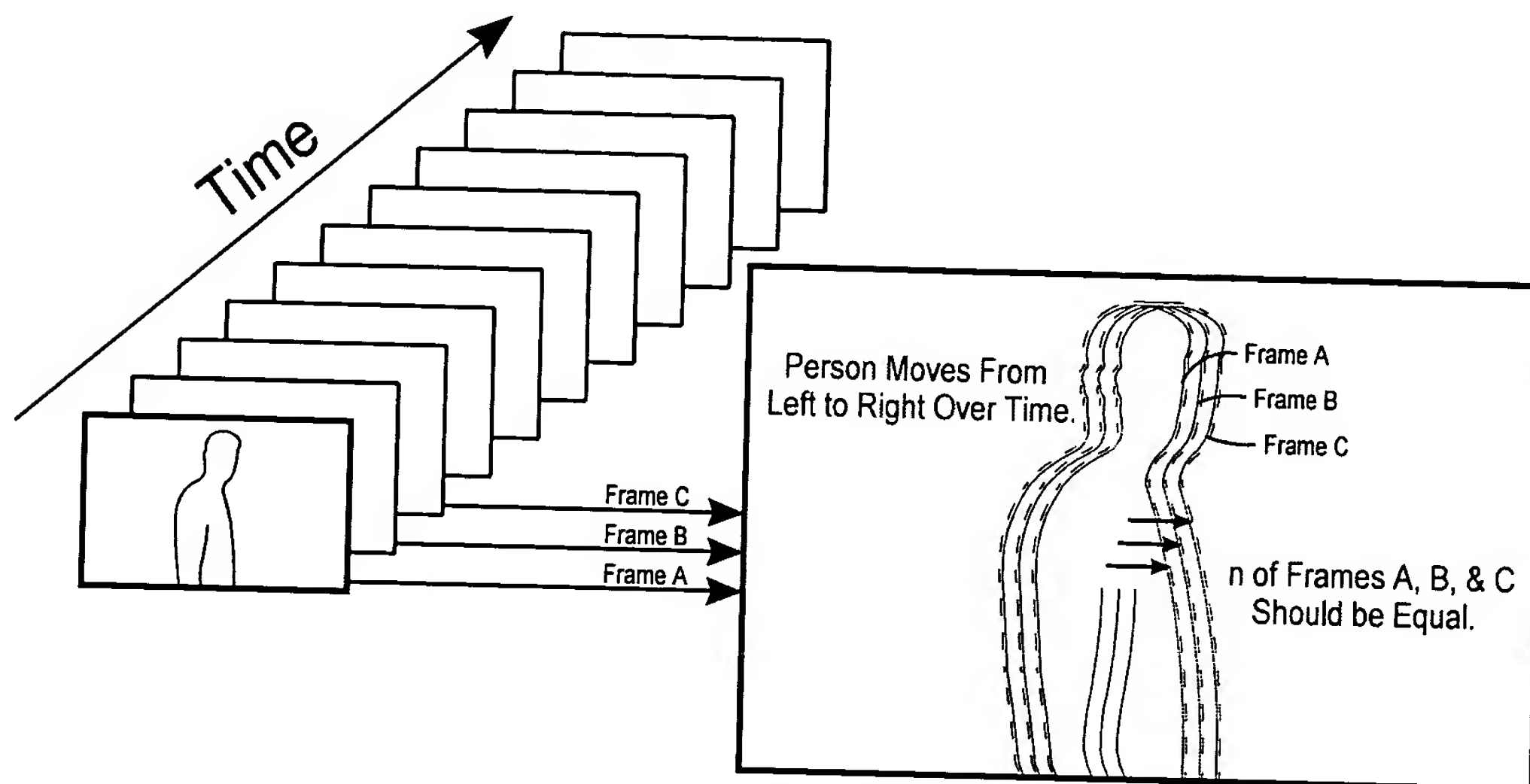


FIG. 1A



The distance between Objects & Their Pathlines should remain constant as Objects move.

FIG. 1B

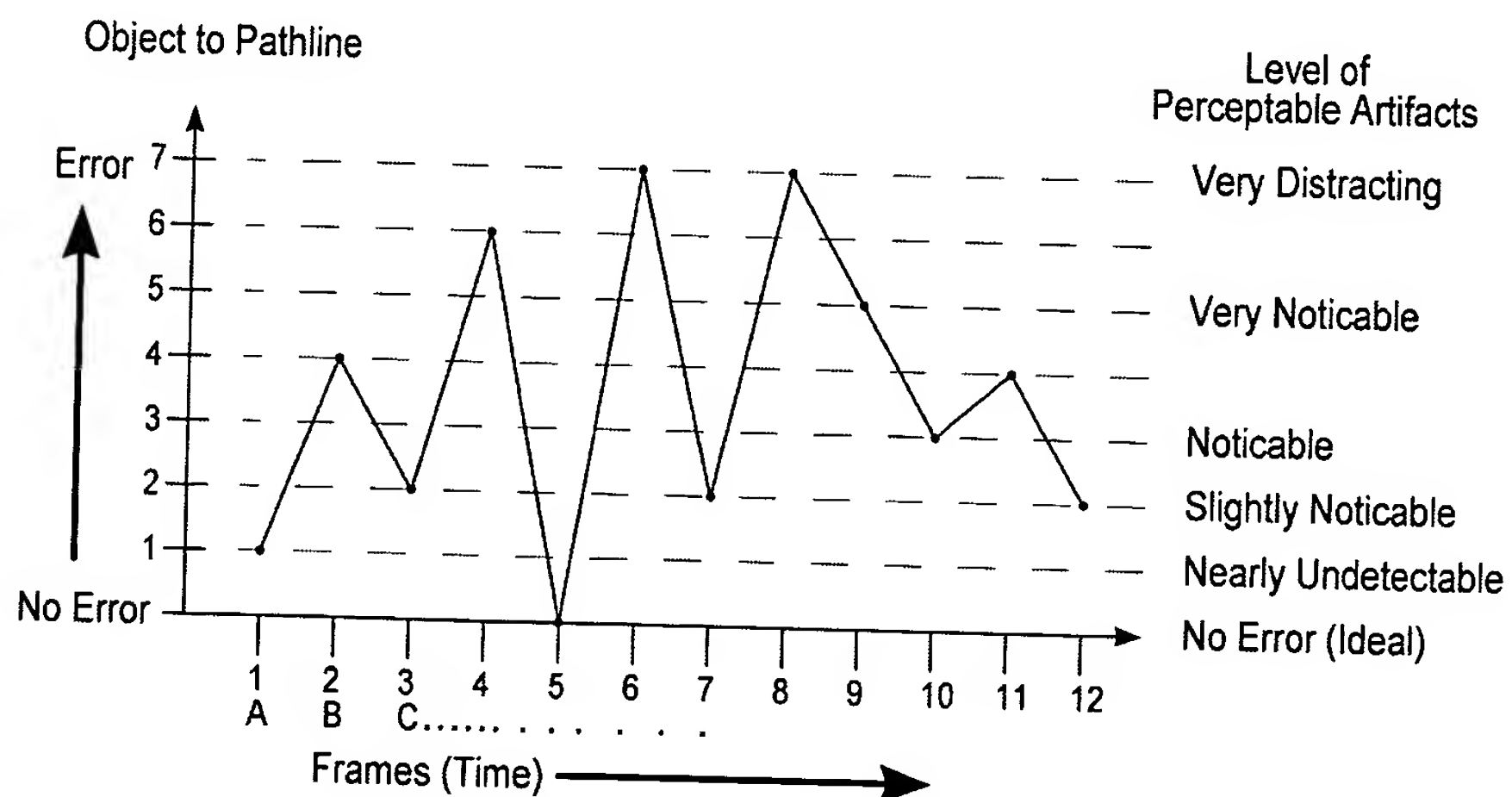


FIG. 1C

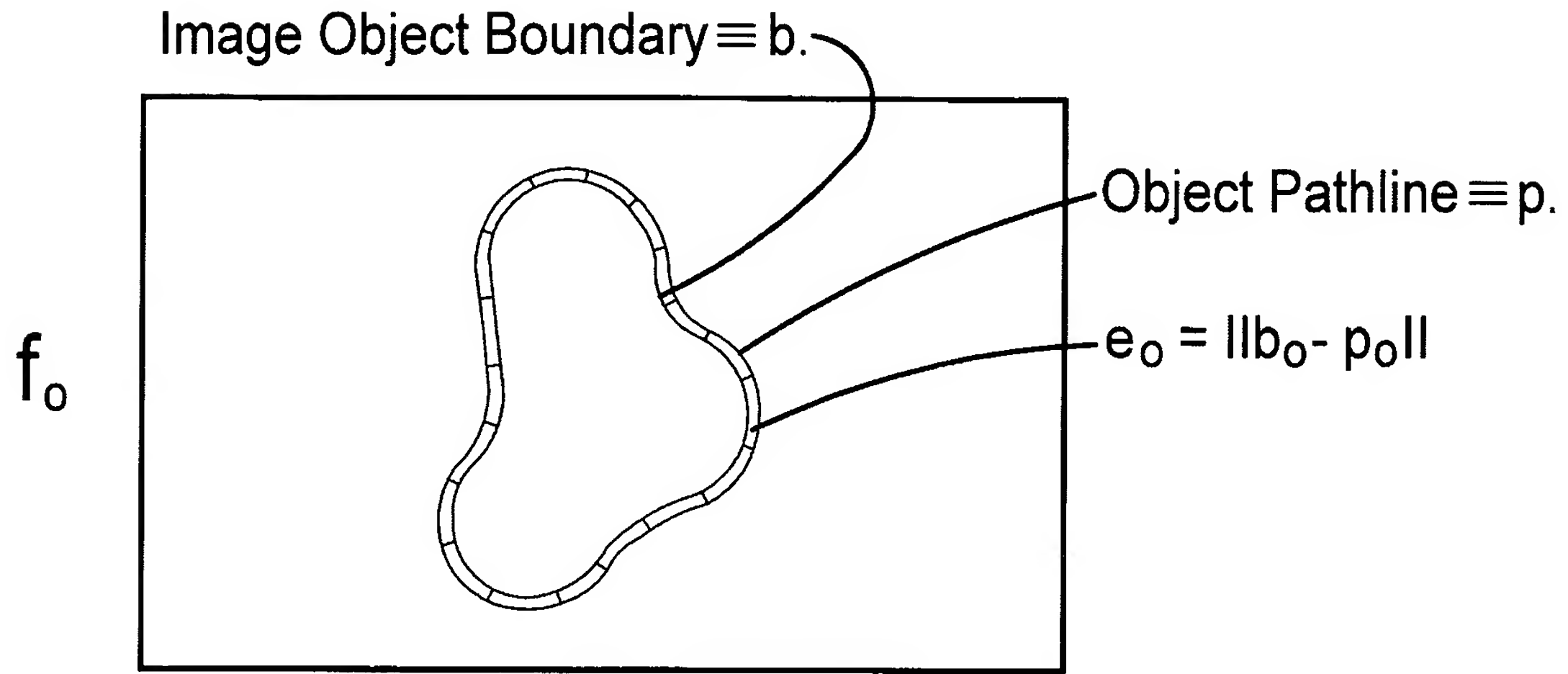


FIG. 2A

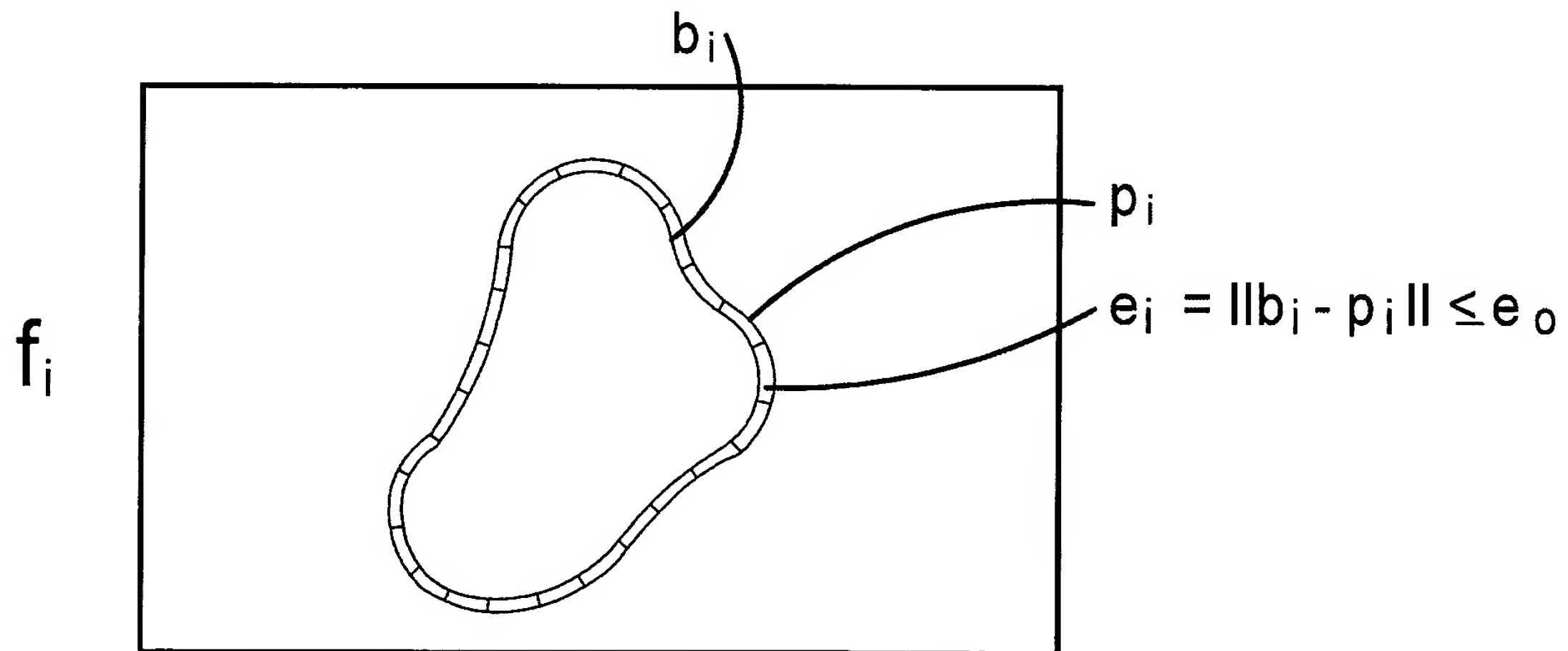


FIG. 2B

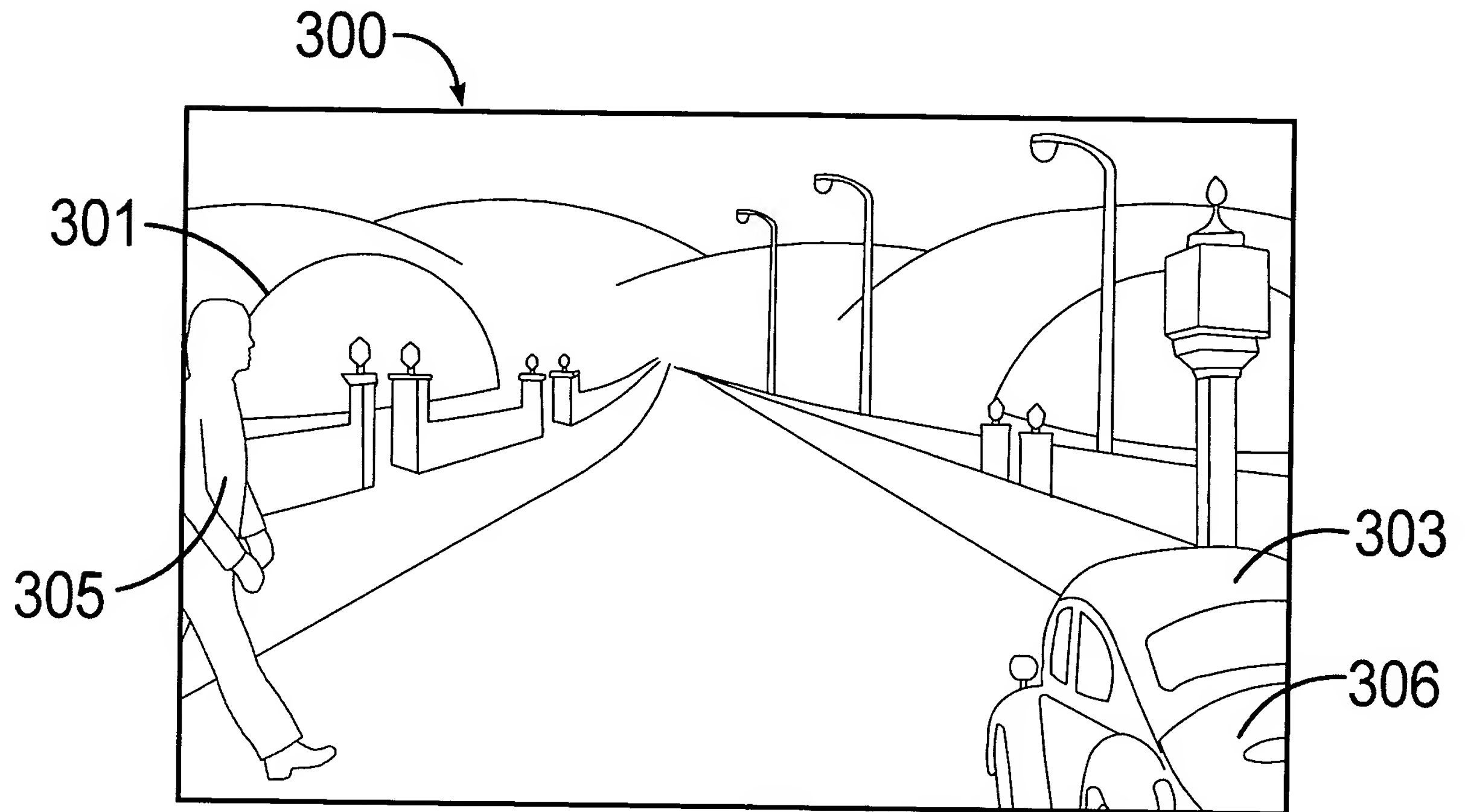


FIG. 3A

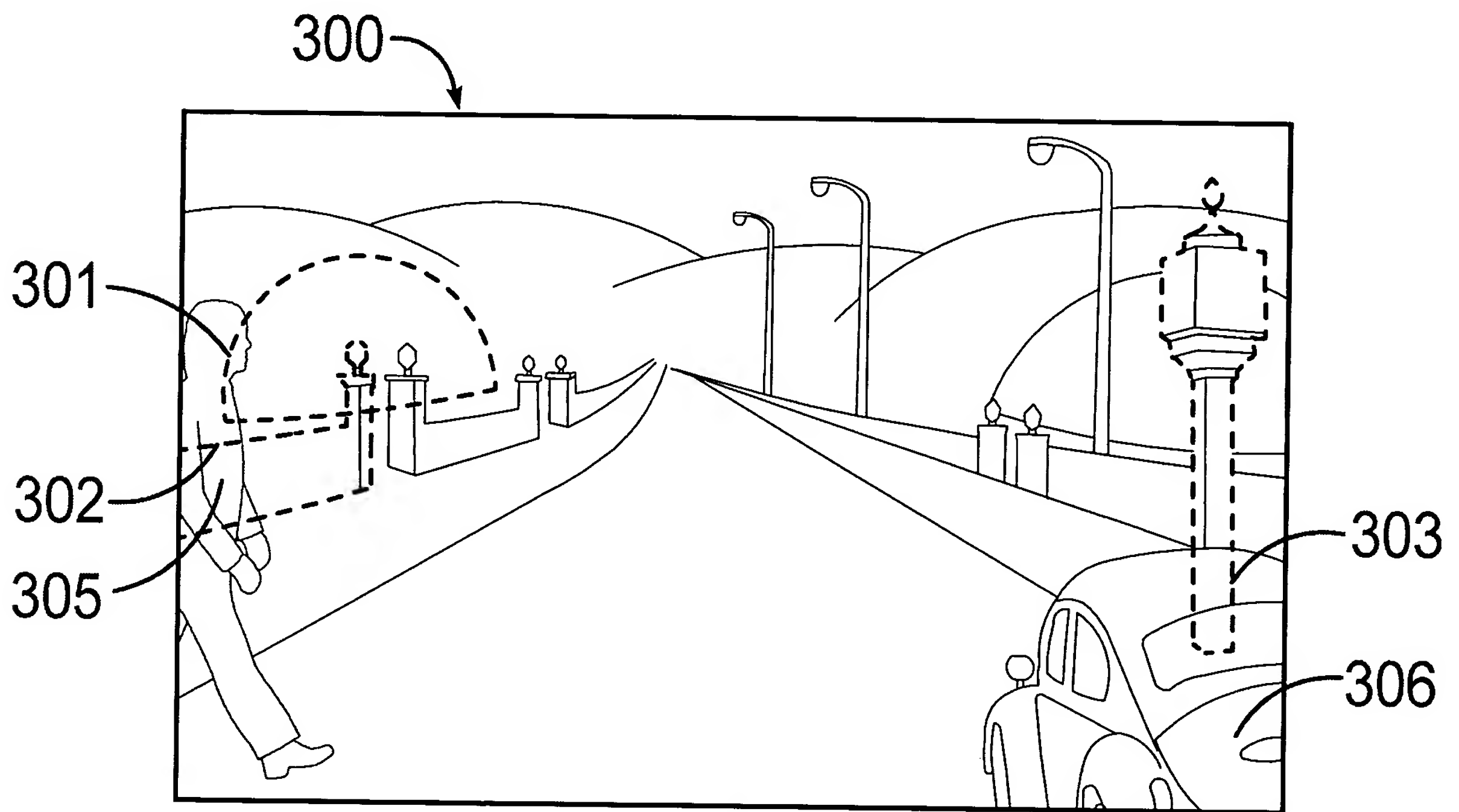
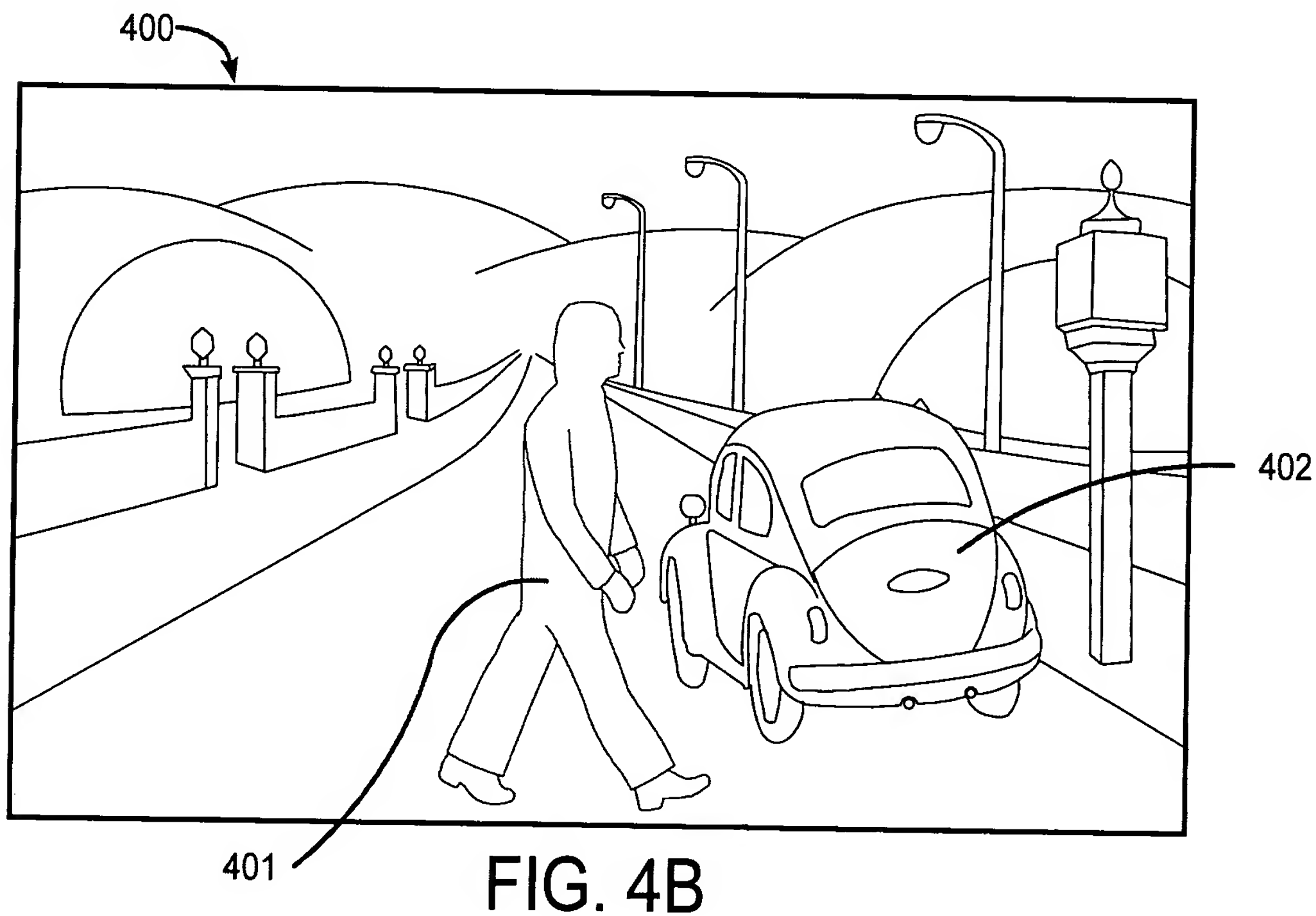
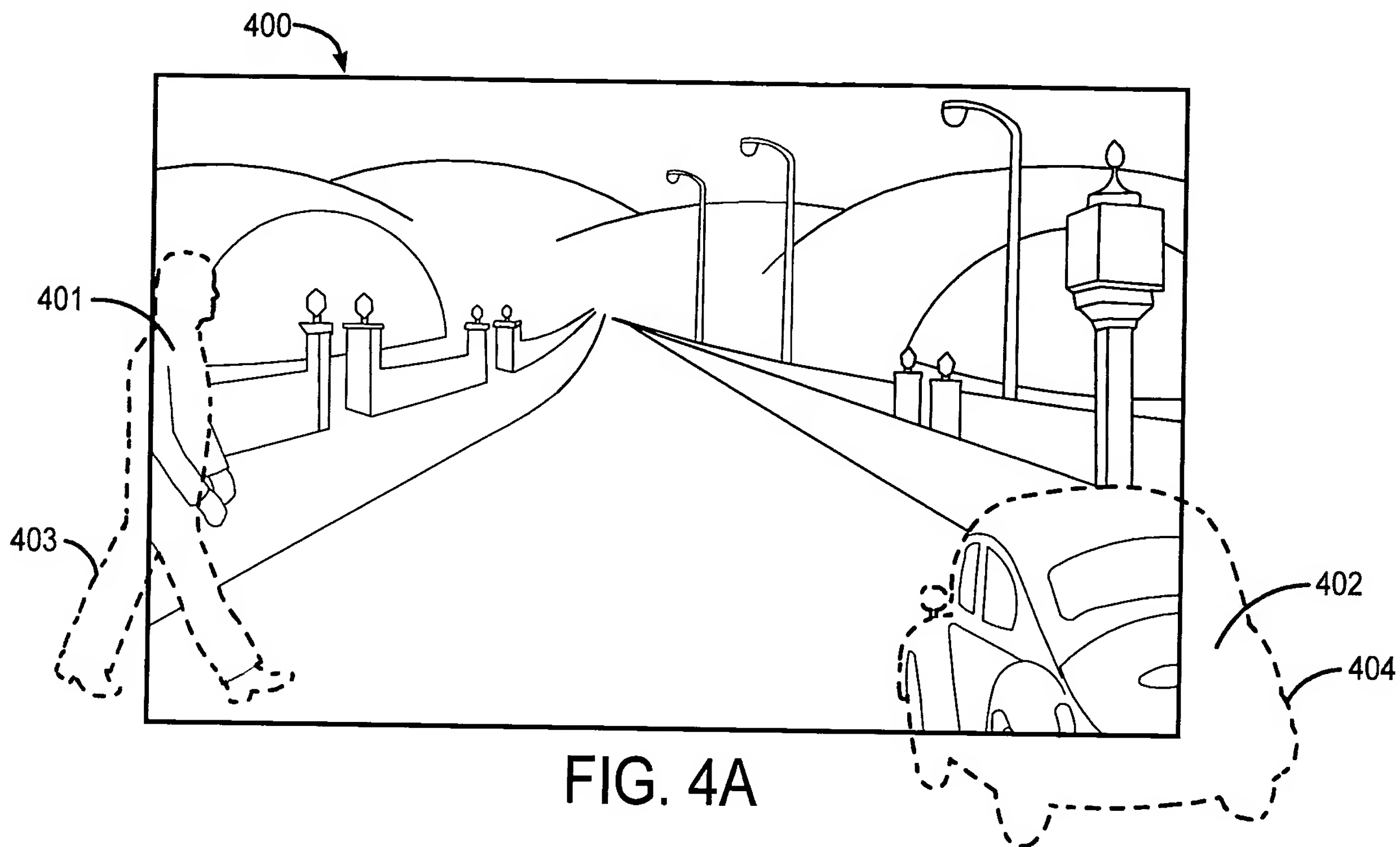
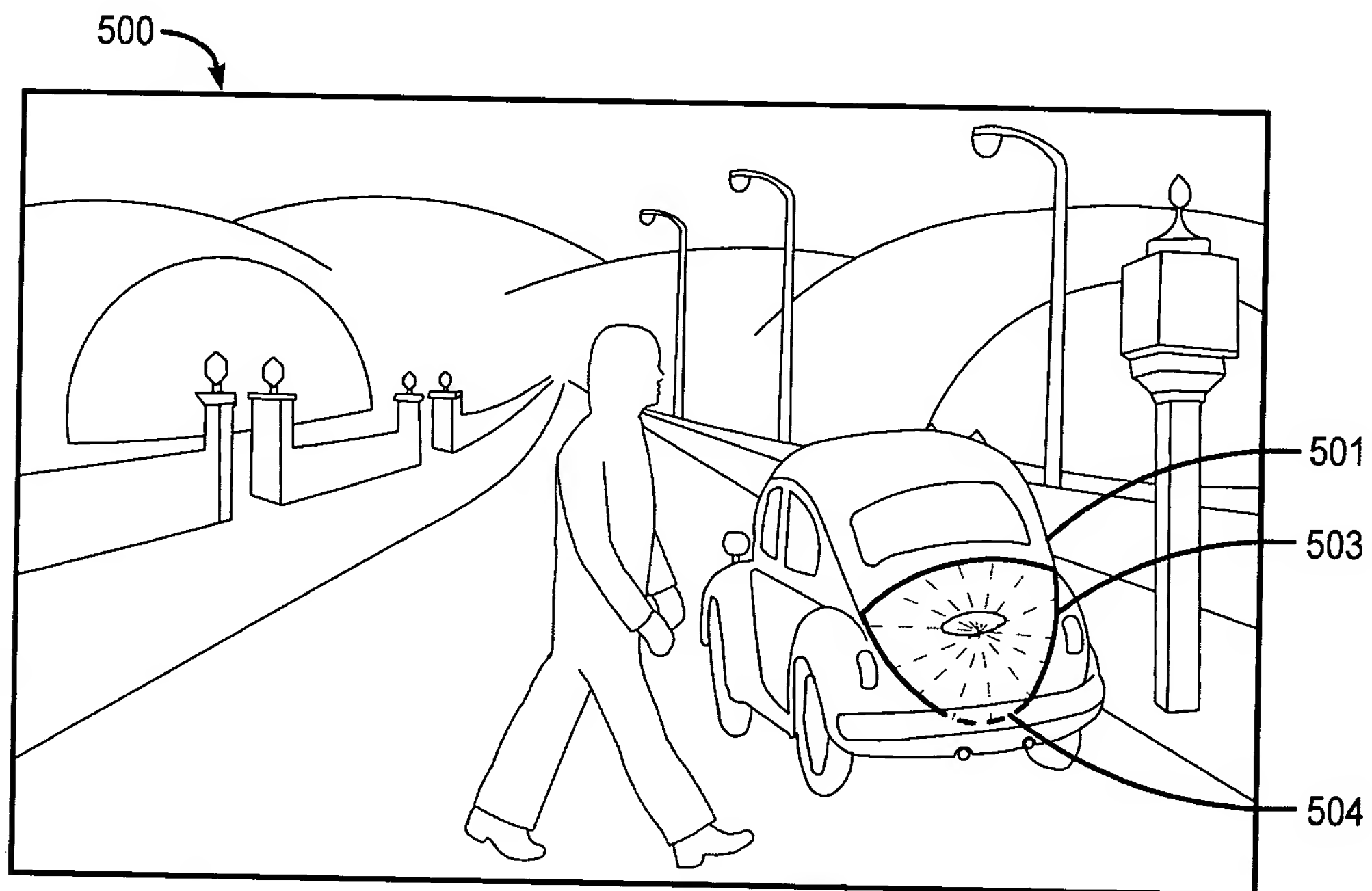
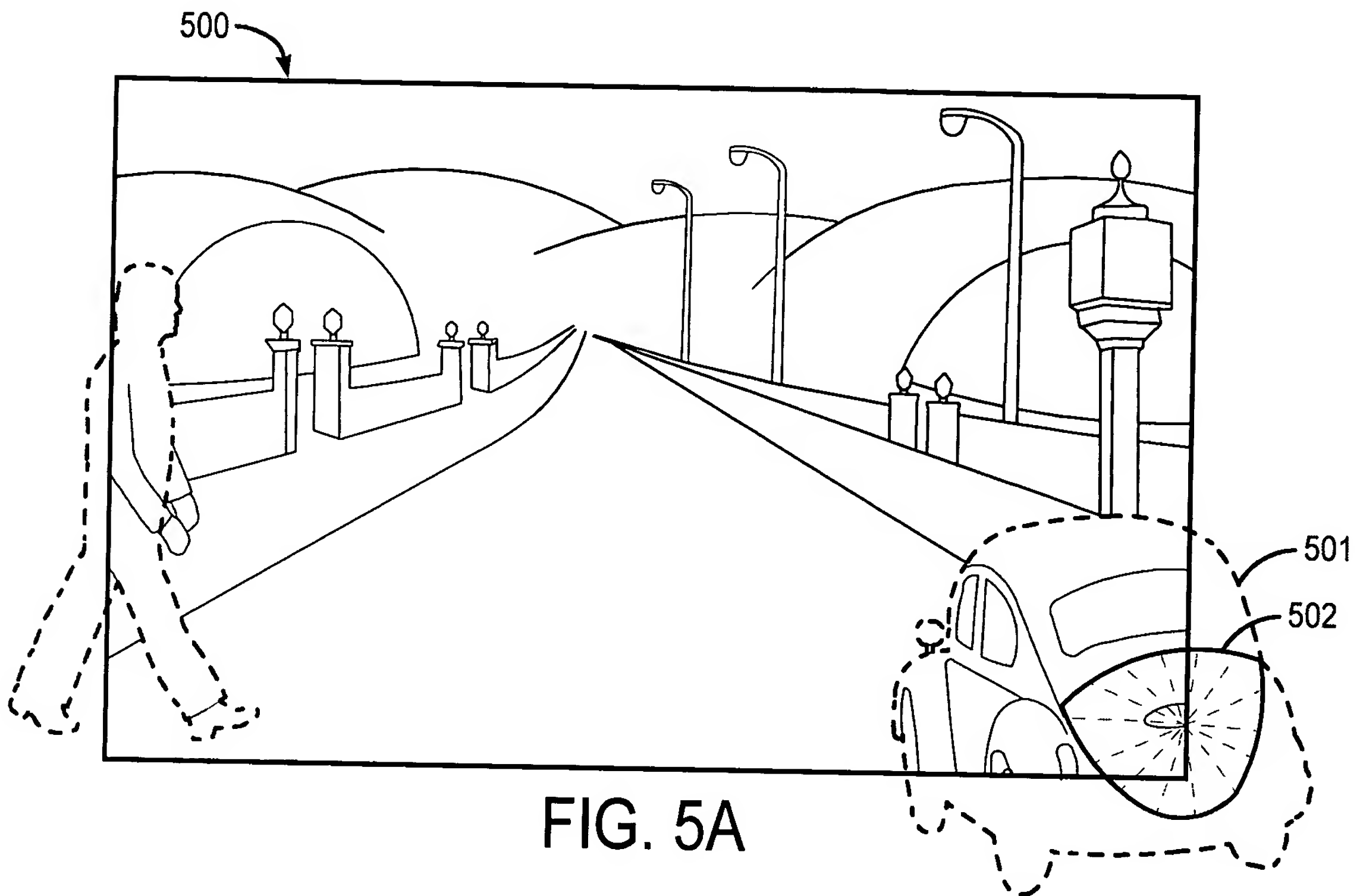


FIG. 3B





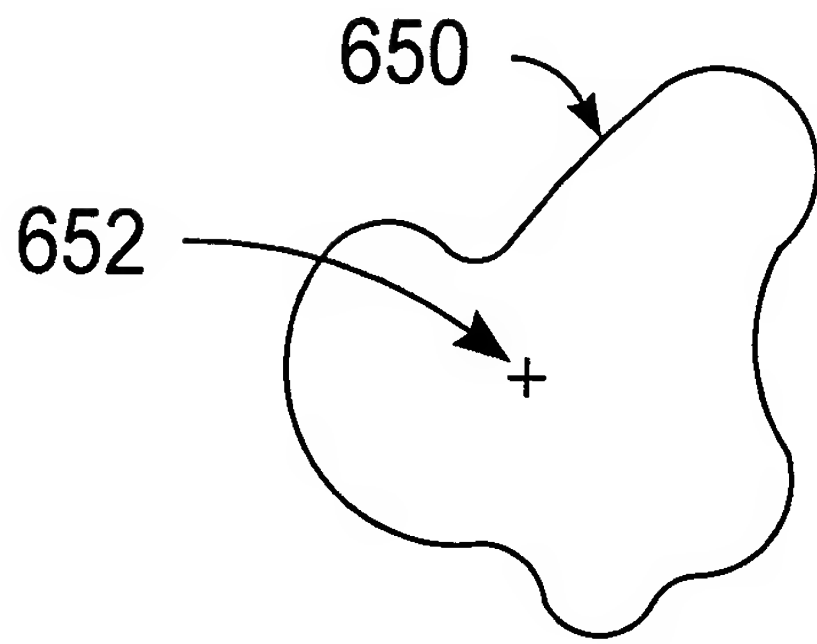


FIG. 6A

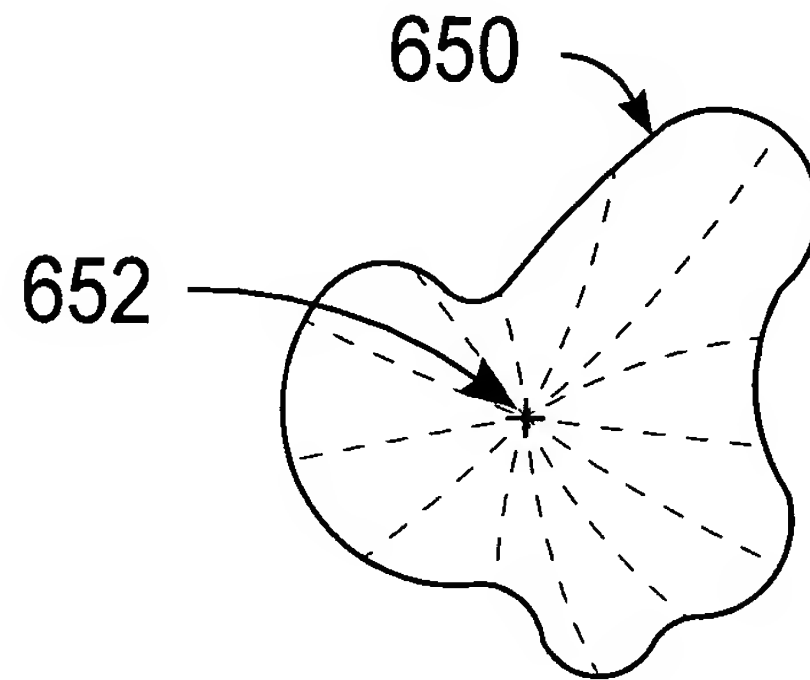


FIG. 6B

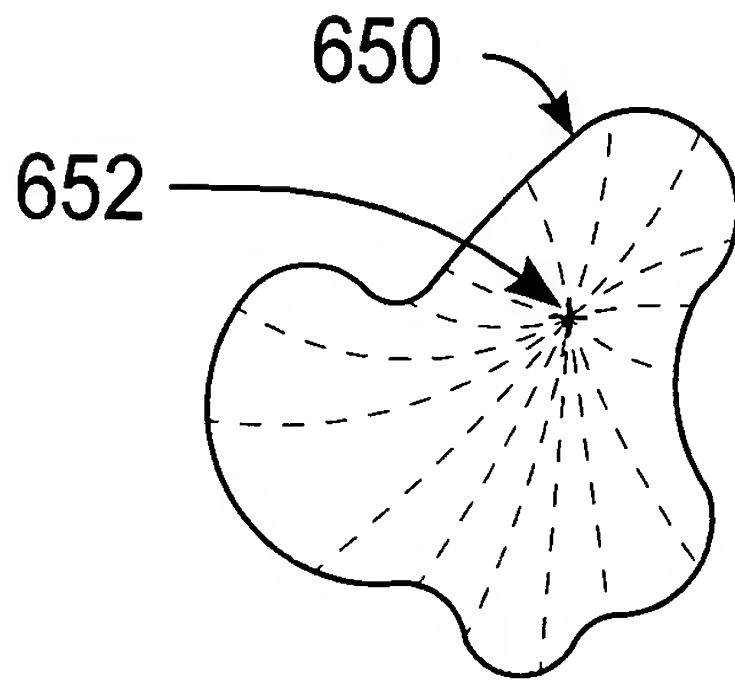


FIG. 6C

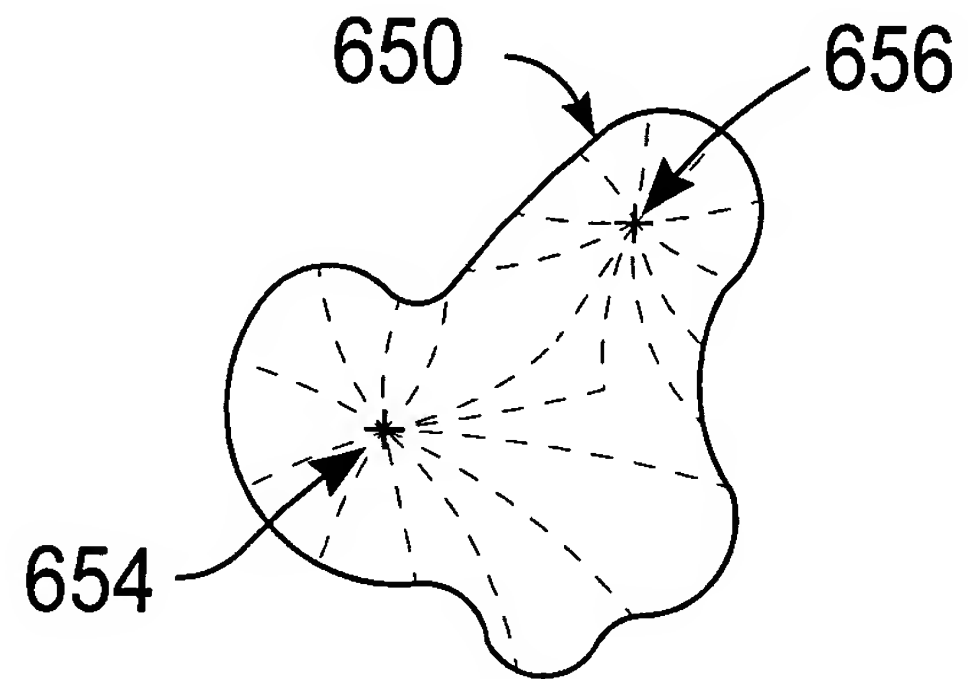


FIG. 6D

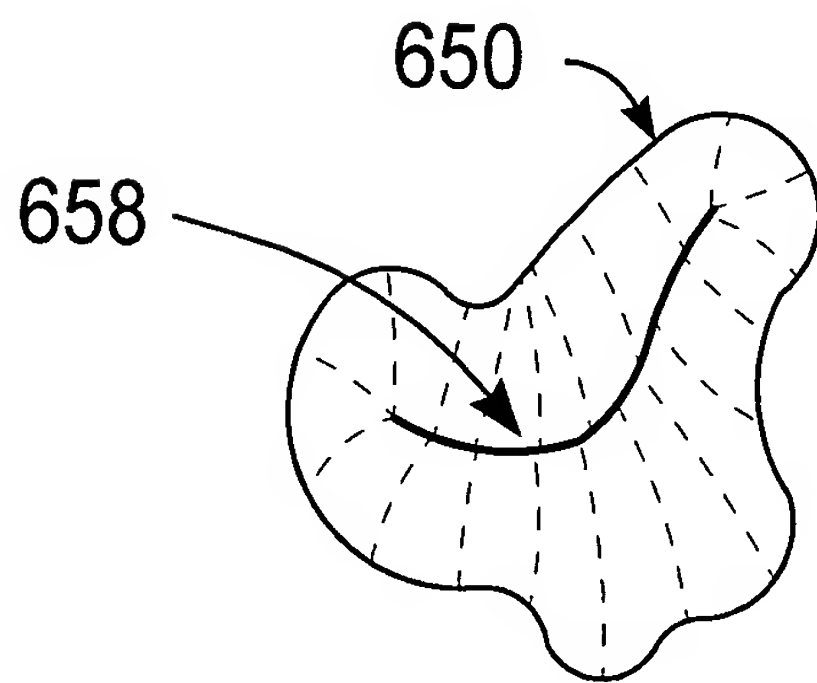


FIG. 6E

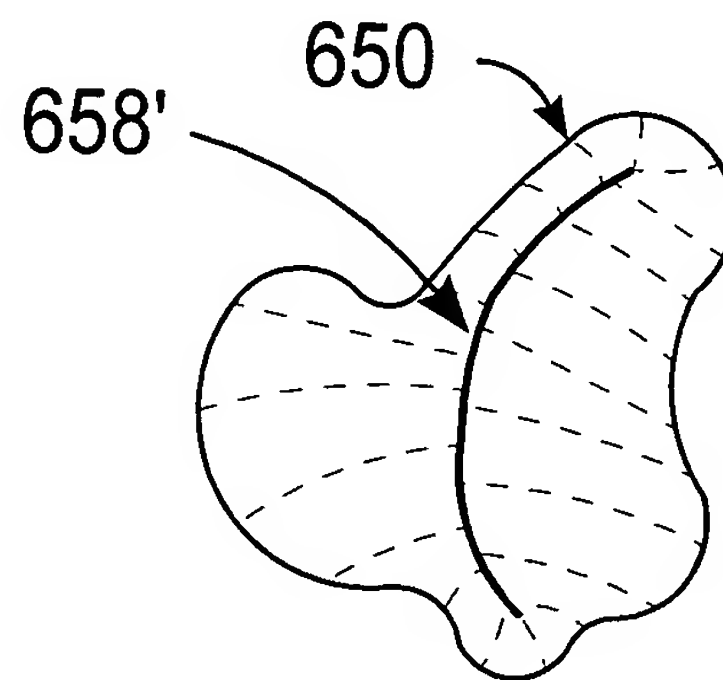


FIG. 6F

Topology:

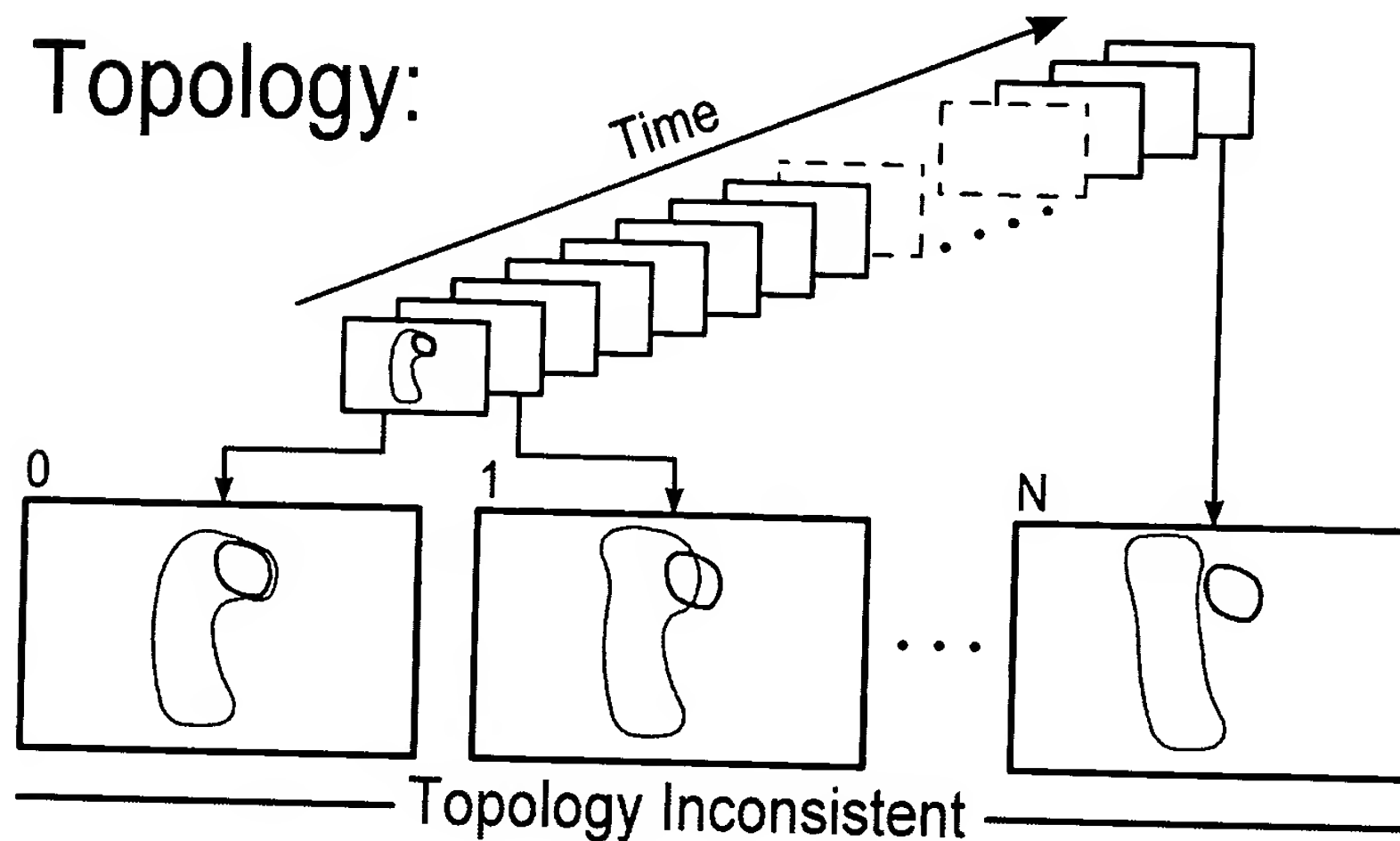


FIG. 7A

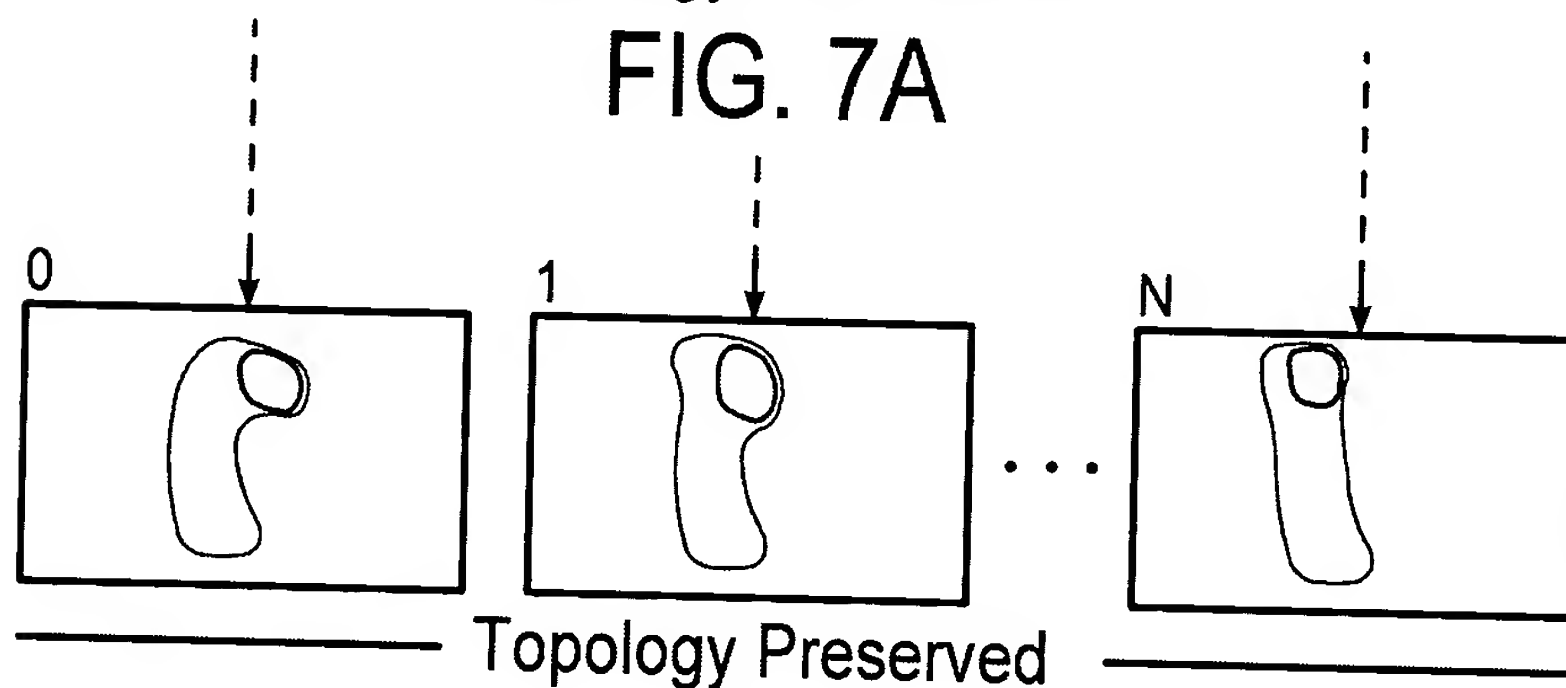


FIG. 7B

Geometry:

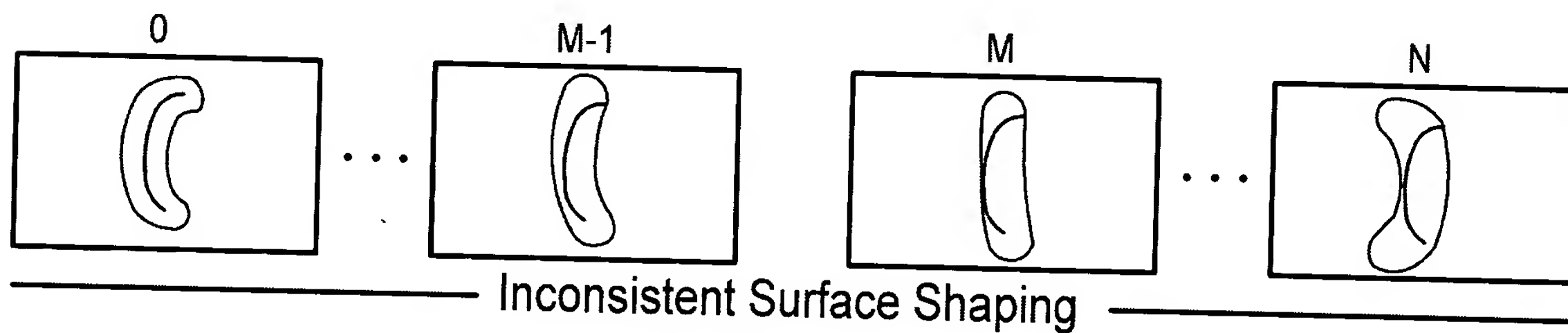


FIG. 8A

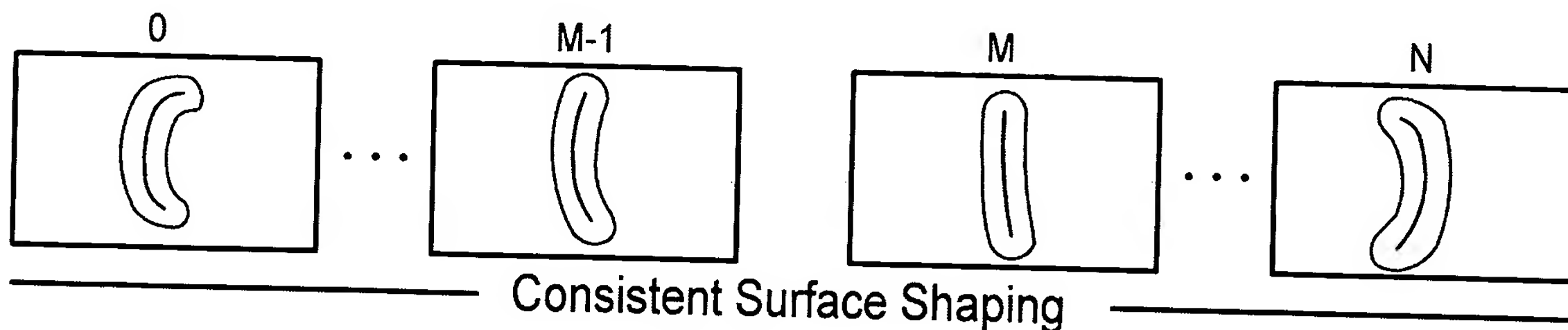


FIG. 8B

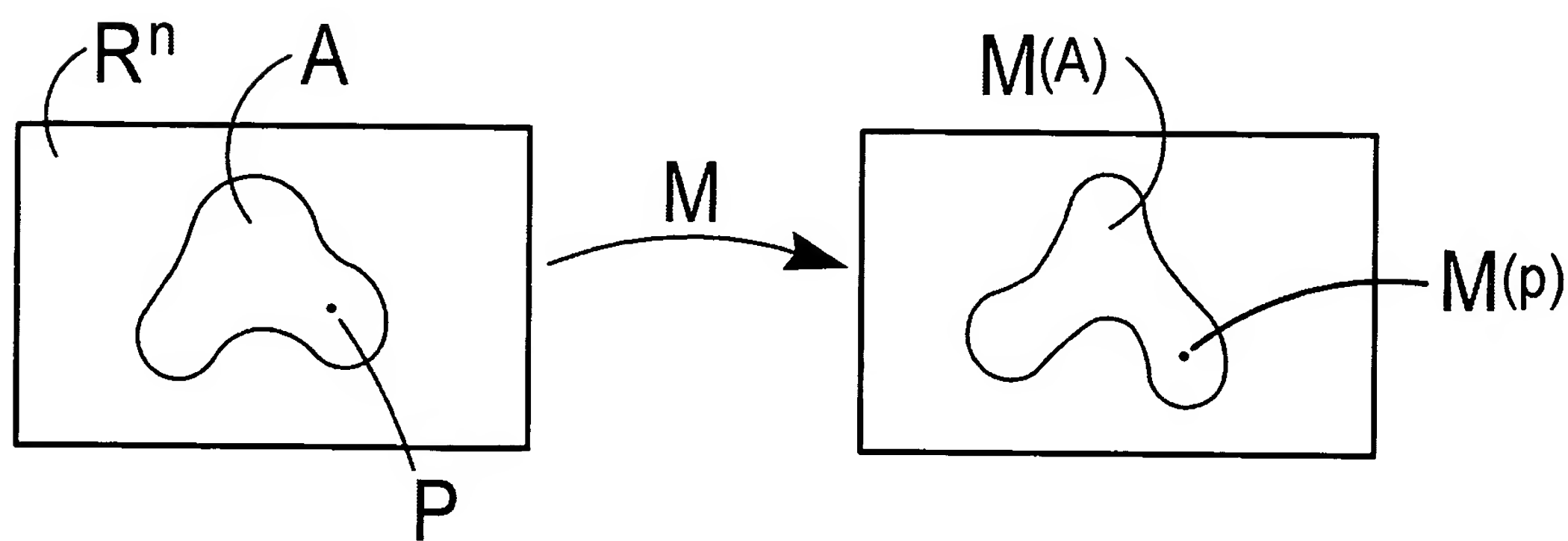


FIG. 9

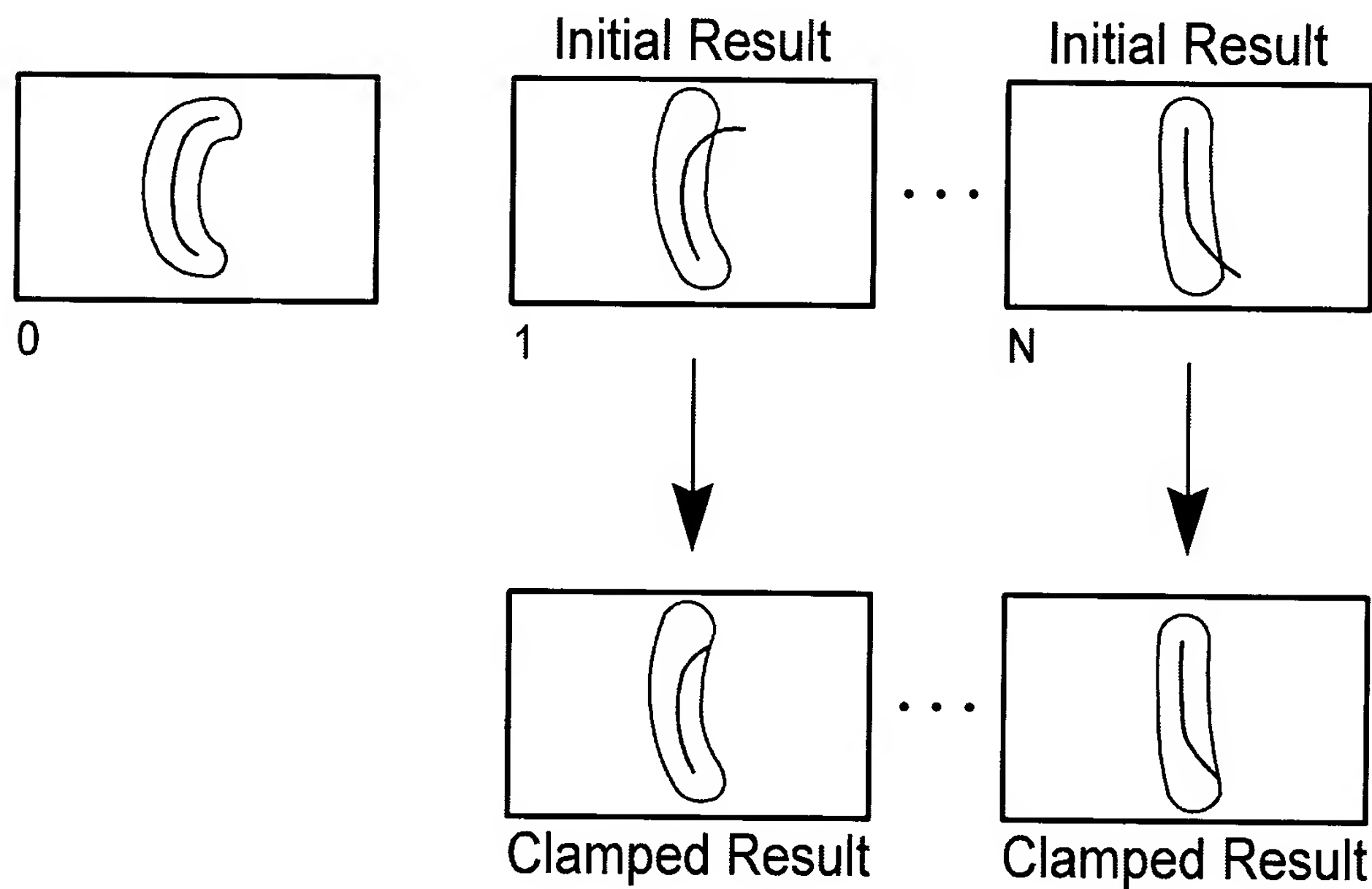


FIG. 10



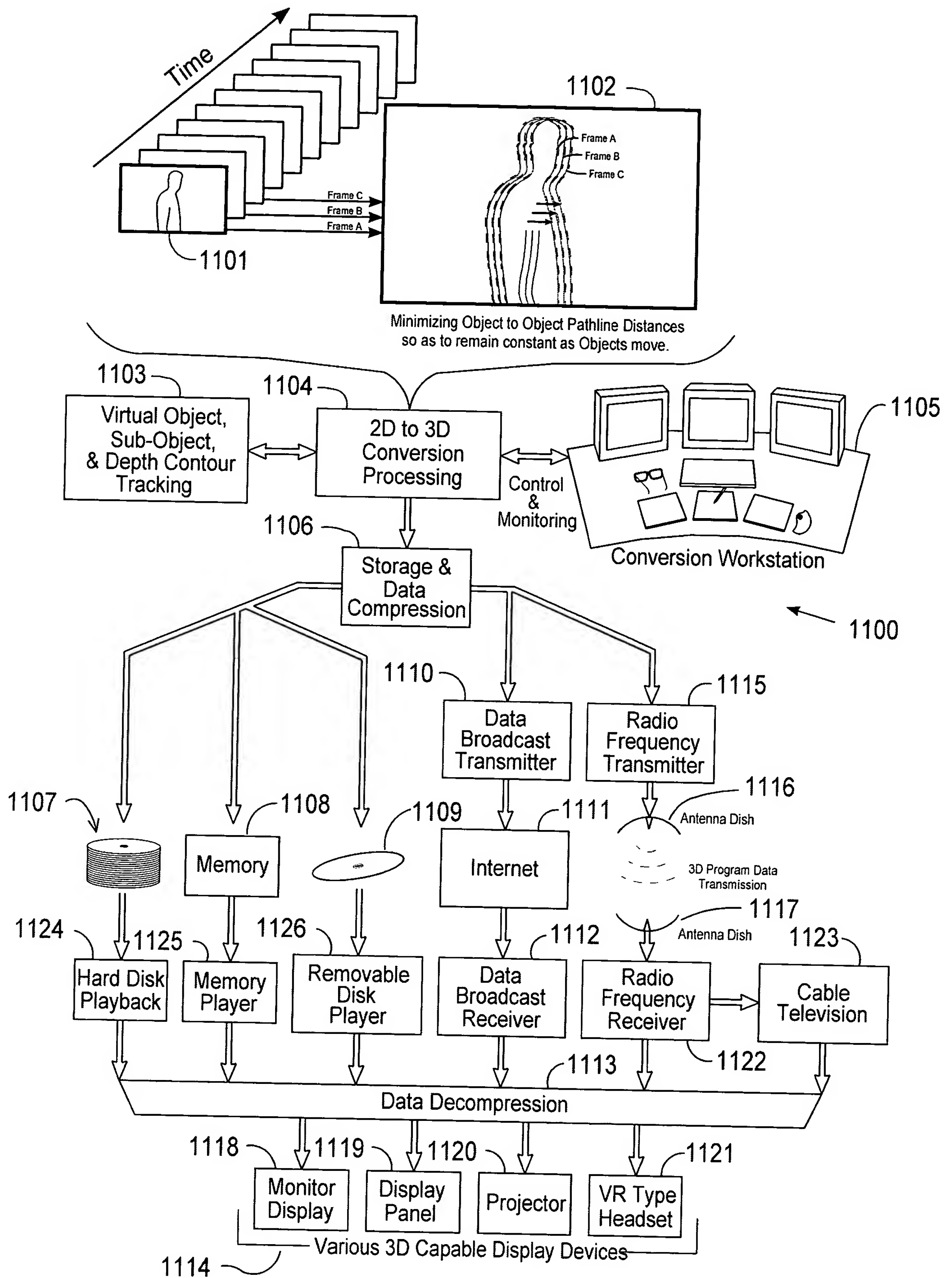


FIG. 11